ABSTRACT OF THE DISCLOSURE

A sound generation device is composed of a main unit 10 and a game cartridge 30 storing a sound generation program. The game cartridge 30 includes an XY-axes acceleration sensor 31 for detecting a tilt in two respective directions of a game device housing 11. When an A button 16 is pressed, a CPU 21 included in the main unit 10 reads waveform data corresponding to one syllable in lyrics from human voice sound waveform data 51 stored in a program ROM 33, changes a frequency and an amplitude of the waveform data in accordance with the obtained amounts of tilts in two directions, and outputs the processed waveform data from a loudspeaker 18 as a sound. Thus, it is possible to provide a sound generation device capable of outputting a sound by changing its pitch and volume.